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STAR TREK 40TH 1983 - 2023

For Use with FASA Game System

A GAME FOR ROLEPLAYING

ADVENTURES IN THE ORIGINAL SERIES AS WAS BACK WHEN

250531.00

Supplement 10.5

CHARACTER SHEETS

All Federation Variants
with Charts and Forms

Jack Photon's
4.0TH FANTAVERSARY REVISION

STAR TREK™ 40TH
THE ROLE PLAYING GAME

FASA Corporation with Fantasimulations Associates
1983 ~ 2023

21st Century
HOUSE RULES
for 23rd Century Gaming

Design and layout are ©Mine 2025
All materials written by me are ©Myself 2025

Notes

Collected here are one copy each of every character sheet, crew chart or form for Player and Gamemaster alike.

Cnoose the appropriate character sheet front and print the Action Point table on the back for fast reference and less table clutter. Dual-sided printing also works for the Personnel Profile and Federation Databank sheets.

The Officer Sheet variants are all the same, but for the department insignia.

The various charts are intended for Gamemasters to best organize their ships and know who's doing what, where, when and why. Players like 'em too! Adversarial character sheets available in Supplement 13: Adversary Sheets

The term 'Adversary' includes Federation Merchants and Traders.

A smaller sampling of basic character sheets is available in Book 1 and Book 4.

This Supplement is the sole source for the complete set of all sheets.

Revisions:
250101: MOdified Sibling Chart, Personal Notes & Lifepath sheet
250522: Added two Active Duty Term rows to all character forms
Character Front Sheet: Added (s) for Biology and Physics
Back Sheet, ToHit Table, formula clarification
250523: Added Purple Heart format annotations
250525: Added Yeoman symbol to Federation Databank sheet
250531: Added 'F' to Contact Team Certs, Fed Databank. It used to be there like the Yeoman symbol, then gone. I dunno wot happened. Hopefully that's it. :D

Printer tips

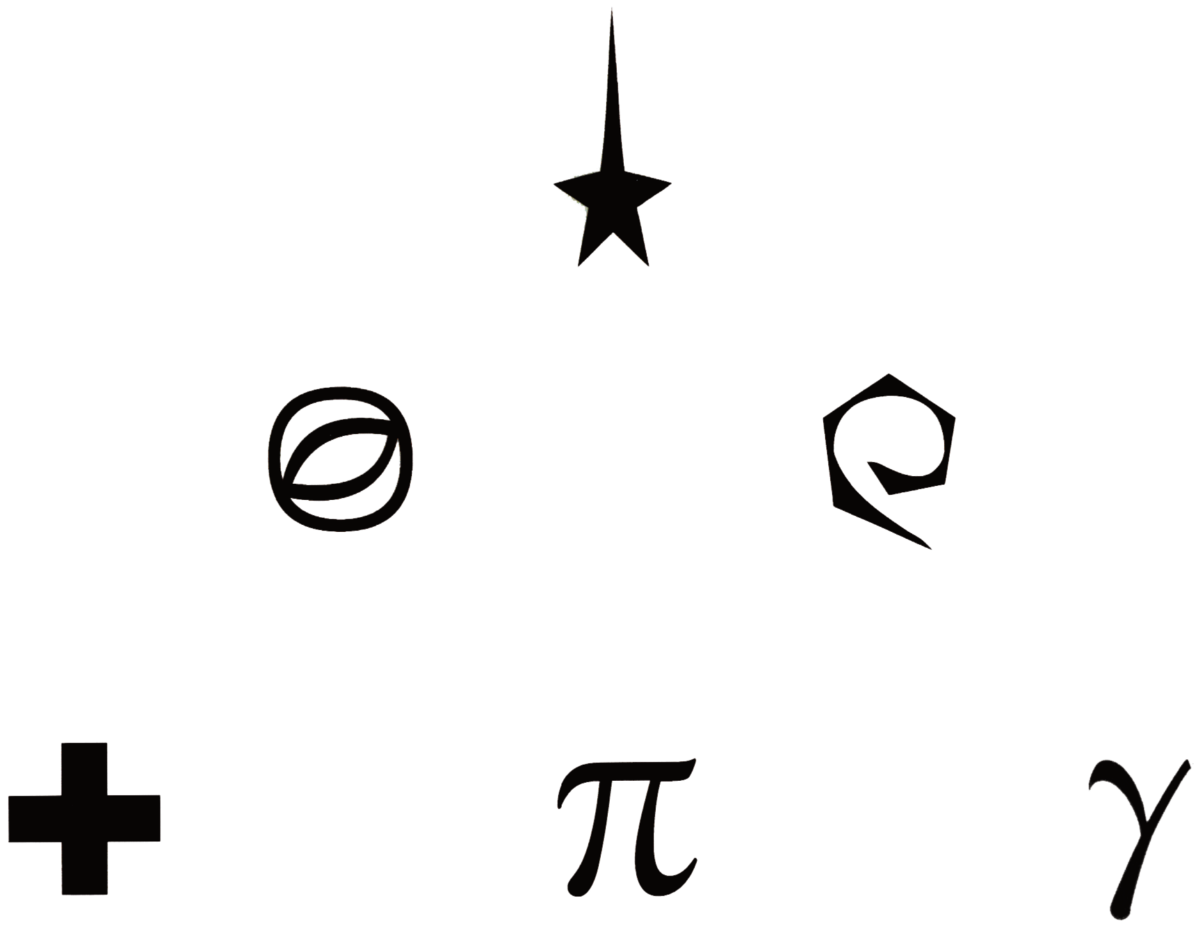
28 - 32lb paper is recommended.
20lb paper is a dash thin.
For true durability, try ~48-60lb white cardstock! **Nice!**

Pencil is always recommended as point totals will change over the course of a character's life.
A small piece of scratch-paper helps keep your sheet clean as well.

GALLERY

U.S.S.

COMMISSIONED



N.C.C. -

Captain

1st Officer

Yard

Yard Master

Encounter Dossier

Where When What Who How Why	Background Brief

Encounter Dossier

Where When What Who How Why	Background Brief

Project Dossier

Objective

Duration

Leader

Members

Authorities

Manifest

Project Dossier

Objective

Duration

Leader

Members

Authorities

Manifest

Project Dossier

Objective

Duration

Leader

Members

Authorities

Manifest

Ship's Roster
Command Staff

U.S.S.

N.C.C. -

POSITION	RANK	NAME	YEARS/ TERMS	Relevant Skill/Rtg	DEX	Contact Team?
Captain						
First Officer						
Chief Helm						
Watch Officer						
Chief Navigator						
Relief						
Chief Science Officer						
Relief						
Chief Medical Officer						
Relief						
Chief Nurse						
Shift Nurse 2						
Shift Nurse 3						
Lab Chief						
Chief Engineer						
Engineer's Mate						
Transporter Chief						
Chief Communications						
Relief						
Chief Security						
Duty Officer						
Senior Yeoman						
Second Yeoman						
Records Officer						
Ship's Historian						
Flight Officer						
Cargo Master						
Quarter Master						

Not all ships will fill all positions.
Not all positions need be Officers.

Additional titles on larger ships may include Chief Geologist, for example. Smaller ships will combine duties.

Ship's Roster

Officers

U.S.S.

N.C.C. -

POSITION	RANK	NAME	YEARS/ TERMS	Relevant Skill/Rtg	DEX	Contact Team?

Ship's Roster
Enlisted

U.S.S.

N.C.C. -

POSITION	RANK	NAME	YEARS/ TERMS	Relevant Skill/Rtg	DEX	

Ship's Roster

Project/Temporary

U.S.S.

N.C.C. -

POSITION	RANK	NAME				

Ship's Roster

U.S.S.

N.C.C. -

POSITION	RANK	NAME				

DEPARTMENTS

This list is not exhaustive and intended only to provide a few top names and personnel for quick reference and/or potential development

HELM/NAVIGATION

Standard Procedures

Chief Helm Officer

Shift 1

Shift 2

Shift 3

Specialist

Flight Officer/Cargo Master

Chief Navigation Officer

Shift 2

Shift 3

SCIENCES

Standard Procedures

Planetary/Terrestrial: Geo/mineralogy, hydro, atmo, eco, zoo, botany, cartography, chemistry, archaeo, anthro, paleo, seismo

Stellar/Interstellar: Astronomy, Astrophysics, cartography, gaseous nebulae, chemistry, physics

Energy/physics: High energy atomic-subatomic-antimatter, materials, chemistry, Deflector -tractor -pressor -shields, gravimetric, sensors

Chief Science Officer

Shift 1	Shift 2	Shift 3
1.	1.	1.
2.	2.	2.
3.	3.	3.
4.	4.	4.
5.	5.	5.

Specialists

1.	5.	9.
2.	6.	10.
3.	7.	11.
4.	8.	12.

SICKBAY AND SCIENCE LABORATORIES

Viro-bacteriology, physio, bio, radio, nuclear, comparative, specialty, psych, therapeutic, chemistry, pharma, micro/macro.

Standard Procedures

Chief Surgeon/Medical Officer

Doctor

Doctor

Chief Nurse

Shift Nurse 2

Shift Nurse 3

Shift 1 Orderly 1
Orderly 2
Shift 2 Orderly 3
Orderly 4
Shift 3 Orderly 5
Orderly 6

Lab Chief

LabTech Shift 1
LabTech Shift 2
LabTech Shift 3

ENGINEERING

Elec: Elec, Comp, envio, wpn tech, comm, vehicle

Mech: mech, lifesupport, vehicle, physics

Energy: shields, fields and tractors, sensors, warp, impulse, transporter, weapons

Standard Procedures

Chief Engineer
Eng's Mate
Transporter Chief

Shift 1	Shift 2	Shift 3
1.	1.	1.
2.	2.	2.
3.	3.	3.
4.	4.	4.
5.	5.	5.

Specialists

1.	4.	7.
2.	5.	8.
3.	6.	9.

COMMUNICATIONS
Standard Procedures

Chief Communications Officer

Shift 1
Shift 2
Shift 3

Specialist

SECURITY
Standard Procedures

Chief of Security
Duty Officer

Shift 1	Shift 2	Shift 3
1.	1.	1.
2.	2.	2.
3.	3.	3.
4.	4.	4.
5.	5.	5.
6.	6.	6.
7.	7.	7.
8.	8.	8.
9.	9.	9.
10.	10.	10.

SERVICES AND SHIP OPERATIONS
Standard Procedures

Administrative and technical offices.

Quartermaster
Records Officer
Shift Yeoman 1
Shift Yeoman 2
Shift Yeoman 3

Department/Personal Log Entry

Rank and Name

Player Name

Position

Personnel Involved

Orders

Report Follows

As sworn by

This Stardate

Department/Personal Log Entry

Rank and Name

Player Name

Position

Personnel Involved

Orders

Report Follows

As sworn by

This Stardate

(N)PC Attribute Matrix

NAME	STR	END	INT	DEX	CHA	COOL	LUC	PSI	PSI_V

(N)PC Abilities Matrix

NAME	Foolies	Focus	Perception	Perseverance	
				END	INT

TOP CONTACT TEAM & CREW SKILLS

Name, Rank and Position	Years Since Grad. C.Team	ATT	Top Skills (A listing of the more common skills to save you re-writing each.)
		DEX CHA	CBT H-T-H, MOD SM UNIT TAC SM EQ TECH ENVIOSUIT OP LEADERSHIP NEGOT/DIPLO SURV____________ MED____________
		DEX CHA	CBT H-T-H, MOD SM UNIT TAC SM EQ TECH ENVIOSUIT OP LEADERSHIP NEGOT/DIPLO SURV____________ MED____________
		DEX CHA	CBT H-T-H, MOD SM UNIT TAC SM EQ TECH ENVIOSUIT OP LEADERSHIP NEGOT/DIPLO SURV____________ MED____________
		DEX CHA	CBT H-T-H, MOD SM UNIT TAC SM EQ TECH ENVIOSUIT OP LEADERSHIP NEGOT/DIPLO SURV____________ MED____________
		DEX CHA	CBT H-T-H, MOD SM UNIT TAC SM EQ TECH ENVIOSUIT OP LEADERSHIP NEGOT/DIPLO SURV____________ MED____________
		DEX CHA	CBT H-T-H, MOD SM UNIT TAC SM EQ TECH ENVIOSUIT OP LEADERSHIP NEGOT/DIPLO SURV____________ MED____________
		DEX CHA	CBT H-T-H, MOD SM UNIT TAC SM EQ TECH ENVIOSUIT OP LEADERSHIP NEGOT/DIPLO SURV____________ MED____________

TOP GENERIC LANDING PARTY

TOP NEGOTIATORS

NAME	SKILL

SHUTTLE PILOTS

NAME	SKILL

VARIABLE-G OP

NAME	SKILL

SURVIVAL SKILLS

(Name and Rating) (Name and Rating)

URBAN	TEMPERATE	ARCTIC	DESERT	TROPICAL

COMBAT SKILLS

>TO-HIT TOTALS, NOT SKILL RATING<

NAME	H-T-H	MODERN	ARMED	ARCHAIC

VEHICLE OP

NAME	GRV	AIR	WHL	TRK	HVY	WTR	SUB	ARC

(N)PC Off-Duty Pursuits for GM Pursuit

PHYSICAL TRAINING

STR	END	INT	DEX	CHA	COOL	NON

COMBAT TRAINING

ARCHAIC	ARMED (SPECIFY)	MODERN	H - T- H

LIST SKILL HEADERS WITH STUDENTS UNDERNEATH

SKILL TRAINING

INTERACTIVE CHARACTER TIMELINE

NAME / **YEAR**

LEGEND

Decorated Crew

Ship's Notes U.S.S. N.C.C. -

GM NOTES

FAMILY DRAMATICS AND LIFE PATH

MORE COMPLICATIONS

ONLY CHILD

1ST BORN

TWINS

DEAD PARENT(S)/SIB(S) & CAUSE

HATREDS AND HEROES

PAST COMPLICATIONS

CAPTAIN'S STANDING ORDERS

UP FOR PROMOTION

SCUTTLEBUTT

SIDE PLOTS

GM NOTES

CAMPAIGN NOTES

Campaign Home Port

Mission

Disposition

Local Command and Common Patrol

	Nomenclature	Commander	Species

Starbase

Space Stations

Drydocks

Starship

Destroyers

Scouts

Tugs

Outposts

Ship Assignment

U.S.S. N.C.C. -

Ship's History

Federation Databank

Starfleet Infonet Public Personnel Records

250522.00

NAME	AGE	STR	**Top Skills**
SPECIES P.O.B.	SEX	END	1.
	HT	INT	2.
BRANCH	WT	DEX	3.
	HAIR	CHA	4.
RANK	EYES	COOL	5.
		LUC	Dept Head Y/N · Cmd School Y/N
CURRENT ASSIGNMENT	D.O.B.	PSI	Contact Team Certified? Y/N/F

Service Record

Honors

Assignments YEARS SERVED ______

Cadet

Term 1

Term 2

Term 3

Term 4

Term 5

Term 6

Term 7

Term 8

Term 9

Term 10

Term 11

Term 12

Name

Homeworld

Childhood

Family

Parents

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Lifepath

Academy

Cadet

Term 1
2
3
4
5
6
7
8
9
10
11
12

History and Notes

Dreams and Directions

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1.	
2.	
3.	

Awards and Honors

Cadet

Term 1
2
3
4
5
6
7
8
9
10
11
12

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ACTION POINTS	UNCONSCIOUS SAVES	
1		NATURAL
2		CURRENT
3		SAVE (END/2 rd)
4		SAVE (END/4 rd)
5		UNC (END/10 rd)
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		

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WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool

PSI Vector

PSI Pool

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE...________

SKILL BONUS.....+________

TOTAL.....=________

WEAPON DAMAGE

STR BONUS......+________

SKILL BONUS.....+________

TOTAL.....=________

TO HIT TABLE

	(SKILL + DEX)/2=ToHit			Damage
Modern.......	.....	.....	.....	PER SETTING
H-T-H............	.....	.....	.....	
	..	.....	.....	...
	..	.....	.....	...
	..	.....	.....	...
	..	.....	.....	...

Action Point Table

Opportunity Action (marked ⩓)

Position Change	
⩓ Turn in Place	1
Stand-to-Sit or reverse	1
⩓ Stand-to-Kneel or reverse	1
⩓ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
⩓ Short Communication	1
Draw and Ready Device	2
⩓ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
⩓ Quick-Draw and Fire	3
⩓ Fire Ready Weapon	1
⩓ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
⩓ Attack	min. 3
⩓ Parry/Defend	min. 2
⩓ Dodge	min. 3
⩓ Duck Thrown Weapon	2
⩓ Hide in Same Square	1
⩓ Hide in Adjacent Square	4
⩓ Roll Sideways	2
⩓ Drop-to-Ready	1
⩓ Drop-to-Prone	0
⩓ Dive to Prone	2
⩓ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Starfleet Officer Record

NAME		AGE
SPECIES	P.O.B.	SEX
		HT
RANK		WT
BRANCH		HAIR
ASSIGNMENT		EYES
		D.O.B.

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Columns: SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD | STARSHIP | EXPLORATION | MILITARY | COLONIZATION | MERCHANT MARINE | STARBASE DUTY | ACADEMY INSTRUCTOR | Passed | Honors | High Honors

CADET CRUISE	SCHOOL	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
1st											
2nd											
3rd											
4th											
5th											
6th											

ACTIVE DUTY	SCHOOL	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency
1st										
2nd										
3rd										
4th										
5th										
6th										
7th										
8th										
9th										
10th										
11th										
12th										

Personal/Family Notes	CREDITS

Awards, Honorifics and Notes

Cadet Cruise

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES	PERCEPTION	FOCUS	PERSEVERENCE	
(CHA+COOL)/2 round down	(INT+LUC)/2 round down	(INT+COOL)/2 round down	(END+LUC)/2 round down	(INT+LUC)/2 round down

Administration . . . .____
Anthrop________.____
________.____
Appraisal . . . . .____
Archaeo________.____
________.____
Art________.____
________.____
Astron/Atrophys . .____
Biology________.____
________.____
Botany . . . .____
Bribery . . . .____
Burglary . . . .____
Carousing . . . .____
Chemistry . . . .____
Combat
Archaic . . .____
Armed . . .____
H-T-H . . .____
Modern . . .____
Computer Op . . .____
Computer Tech . .____
Culture________.____
________.____
Dmg Ctrl Proc . . .____

Def Shield Tech . .____
Demolitions . . . .____
Disguise . . . . .____
Ecology . . . . .____
Electronics . . . .____
Enviosuit Ops . . .____
Federation History .____
Federation Law . . .____
Forgery . . . . .____
Gaming . . . . .____
Gambling . . . . .____
Geology . . . . .____
Hvy Wpns Op/Tech .____
History________.____
________.____
Holotechnology . .____
Instruction . . . .____
Interrogation . . . .____
Intimidate . . . .____
Lang________.____
________.____
Law________.____
________.____
Leadership . . . .____
Life Support Tech .____
Materials Science. . .____

Mechanics . . . . .____
Medicine________.____
________.____
Meteorology . . .____
Negot/Diplomacy.____
Oceanography . . .____
Pers Wpn Tech . . .____
Philosophy________.____
________.____
Physics________.____
________.____
Psych________.____
________.____
Scrounge . . . . .____
Seduction . . . . .____
Shuttle Pilot . . . .____
Shuttle Sys Tech .____
Sm Equip Tech. . .____
Sm Unit Tactics . .____
Sports________.____
________.____
ST Cbt Tac/Str. . .____
ST Comm Proc . . .____
ST Comm Tech . . .____
ST Engineering . . . .____
ST Helm . . . . .____

ST Navigation . . . . .____
ST Security . . . . .____
ST Sensors . . . . .____
ST Services . . . . .____
ST Weapon Ops . . .____
ST Weapons Tech .____
Stealth/Hide . . .____
Streetwise . . . .____
Survival________.____
________.____
Track/Evade. . . . .____
Trade & Commerce.____
Transporter Ops . . .____
Transporter Tech. .____
Trivia________.____
________.____
Variable-G Ops . .____
Vehicle Op________.____
________.____
Warp Drive Tech . .____
Zoology . . . . . .____
________.____
________.____
________.____
________.____
________.____

STARFLEET OFFICER RECORD

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE

CADET CRUISE	SCHOOL	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
1st											
2nd											
3rd											
4th											
5th											
6th											

ACTIVE DUTY

ACTIVE DUTY	SCHOOL	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	Awards, Honorifics and Notes
											Cadet Cruise
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											

NAME
AGE
SPECIES
P.O.B.
SEX
HT
RANK
WT
BRANCH
HAIR
ASSIGNMENT
EYES
D.O.B.

250522.00

Personal/Family Notes

CREDITS

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down

Administration . . . . _____
Anthrop________ . _____
________ . _____
Appraisal . . . . . _____
Archaeo________ . _____
________ . _____
Art________ . _____
________ . _____
Astron/Atrophys . . _____
Biology________ . _____
________ . _____
Botany . . . . . _____
Bribery . . . . . _____
Burglary . . . . . _____
Carousing . . . . _____
Chemistry . . . . _____
Combat
Archaic . . . _____
Armed . . . _____
H-T-H . . . _____
Modern . . . _____
Computer Op . . . _____
Computer Tech . . _____
Culture________ . _____
________ . _____
Dmg Ctrl Proc . . . _____

Def Shield Tech . . _____
Demolitions . . . . _____
Disguise . . . . . _____
Ecology . . . . . _____
Electronics . . . . _____
Enviosuit Ops . . . _____
Federation History . _____
Federation Law . . . _____
Forgery . . . . . _____
Gaming . . . . . _____
Gambling . . . . . _____
Geology . . . . . _____
Hvy Wpns Op/Tech . _____
History________ . _____
________ . _____
Holotechnology . . _____
Instruction . . . . _____
Interrogation . . . . _____
Intimidate . . . . _____
Lang________ . _____
________ . _____
Law________ . _____
________ . _____
Leadership . . . . _____
Life Support Tech . _____
Materials Science. . . _____

Mechanics . . . . . _____
Medicine________ . _____
________ . _____
Meteorology . . . _____
Negot/Diplomacy. _____
Oceanography . . . _____
Pers Wpn Tech . . . _____
Philosophy________ . _____
________ . _____
Physics________ . _____
________ . _____
Psych________ . _____
________ . _____
Scrounge . . . . . _____
Seduction . . . . _____
Shuttle Pilot . . . . _____
Shuttle Sys Tech . _____
Sm Equip Tech. . . _____
Sm Unit Tactics . . _____
Sports________ . _____
________ . _____
ST Cbt Tac/Str. . . _____
ST Comm Proc . . . _____
ST Comm Tech . . . _____
ST Engineering . . . . _____
ST Helm . . . . . _____

ST Navigation . . . . . _____
ST Security . . . . . _____
ST Sensors . . . . . _____
ST Services . . . . . _____
ST Weapon Ops . . . _____
ST Weapons Tech . _____
Stealth/Hide . . . _____
Streetwise . . . . . _____
Survival________ . _____
________ . _____
Track/Evade. . . . . _____
Trade & Commerce. _____
Transporter Ops . . . _____
Transporter Tech. . _____
Trivia________ . _____
________ . _____
Variable-G Ops . . _____
Vehicle Op________ . _____
________ . _____
Warp Drive Tech . . _____
Zoology . . . . . . _____
________ . _____
________ . _____
________ . _____
________ . _____
________ . _____

STARFLEET OFFICER RECORD

NAME		AGE
SPECIES	P.O.B.	SEX
		HT
RANK		WT
BRANCH		HAIR
ASSIGNMENT		EYES
		D.O.B.

250522.00

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE	SCHOOL	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
1st											
2nd											
3rd											
4th											
5th											
6th											

Personal/Family Notes	CREDITS

ACTIVE DUTY	SCHOOL	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	Awards, Honorifics and Notes
											Cadet Cruise
1st											
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5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES	PERCEPTION	FOCUS	PERSEVERENCE	
(CHA+COOL)/2 round down	(INT+LUC)/2 round down	(INT+COOL)/2 round down	(END+LUC)/2 round down	(INT+LUC)/2 round down

Administration . . . .______
Anthrop______.______
______.______
Appraisal . . . . .______
Archaeo______.______
______.______
Art______.______
______.______
Astron/Atrophys . .______
Biology______.______
______.______
Botany . . . . .______
Bribery . . . . .______
Burglary . . . . .______
Carousing . . . .______
Chemistry . . . . .______
Combat
Archaic . . .______
Armed . . .______
H-T-H . . .______
Modern . . .______
Computer Op . . .______
Computer Tech . .______
Culture______.______
______.______
Dmg Ctrl Proc . . .______

Def Shield Tech . .______
Demolitions . . . .______
Disguise . . . . .______
Ecology . . . . .______
Electronics . . . .______
Enviosuit Ops . . .______
Federation History .______
Federation Law . . .______
Forgery . . . . .______
Gaming . . . . .______
Gambling . . . . .______
Geology . . . . .______
Hvy Wpns Op/Tech .______
History______.______
______.______
Holotechnology . .______
Instruction . . . .______
Interrogation . . . .______
Intimidate . . . .______
Lang______.______
______.______
Law______.______
______.______
Leadership . . . .______
Life Support Tech .______
Materials Science. .______

Mechanics . . . .______
Medicine______.______
______.______
Meteorology . . .______
Negot/Diplomacy.______
Oceanography . . .______
Pers Wpn Tech . . .______
Philosophy______.______
______.______
Physics______.______
______.______
Psych______.______
______.______
Scrounge . . . .______
Seduction . . . .______
Shuttle Pilot . . . .______
Shuttle Sys Tech .______
Sm Equip Tech. . .______
Sm Unit Tactics . .______
Sports______.______
______.______
ST Cbt Tac/Str. . .______
ST Comm Proc . . .______
ST Comm Tech . . .______
ST Engineering . . . .______
ST Helm . . . . .______

ST Navigation . . . . .______
ST Security . . . . .______
ST Sensors . . . . .______
ST Services . . . . .______
ST Weapon Ops . . .______
ST Weapons Tech .______
Stealth/Hide . . .______
Streetwise . . . .______
Survival______.______
______.______
Track/Evade. . . . .______
Trade & Commerce.______
Transporter Ops . . .______
Transporter Tech. .______
Trivia______.______
______.______
Variable-G Ops . .______
Vehicle Op______.______
______.______
Warp Drive Tech . .______
Zoology . . . . . .______
______.______
______.______
______.______
______.______
______.______

STARFLEET OFFICER RECORD

NAME		AGE
SPECIES	P.O.B.	SEX
		HT
RANK		WT
BRANCH		HAIR
ASSIGNMENT		EYES
		D.O.B.

250522.00

CADET CRUISE	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
1st											
2nd											
3rd											
4th											
5th											
6th											

ACTIVE DUTY	SCHOOL	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											

Personal/Family Notes	CREDITS

Awards, Honorifics and Notes

Cadet Cruise

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down (INT+LUC)/2 round down

Administration . . . ____
Anthrop ____ . ____
____ . ____
Appraisal . . . . . ____
Archaeo ____ . ____
____ . ____
Art ____ . ____
____ . ____
Astron/Atrophys . . ____
Biology ____ . ____
____ . ____
Botany . . . . . ____
Bribery . . . . . ____
Burglary . . . . . ____
Carousing . . . . ____
Chemistry . . . . ____
Combat
Archaic . . . ____
Armed . . . ____
H-T-H . . . ____
Modern . . . ____
Computer Op . . . ____
Computer Tech . . ____
Culture ____ . ____
____ . ____
Dmg Ctrl Proc . . . ____

Def Shield Tech . . ____
Demolitions . . . . ____
Disguise . . . . . ____
Ecology . . . . . ____
Electronics . . . . ____
Enviosuit Ops . . . ____
Federation History . ____
Federation Law . . . ____
Forgery . . . . . ____
Gaming . . . . . ____
Gambling . . . . . ____
Geology . . . . . ____
Hvy Wpns Op/Tech . ____
History ____ . ____
____ . ____
Holotechnology . . ____
Instruction . . . . ____
Interrogation . . . . ____
Intimidate . . . . ____
Lang ____ . ____
____ . ____
Law ____ . ____
____ . ____
Leadership . . . . ____
Life Support Tech . ____
Materials Science. . . ____

Mechanics . . . . . ____
Medicine ____ . ____
____ . ____
Meteorology . . . ____
Negot/Diplomacy. ____
Oceanography . . . ____
PersWpnTech . . . . ____
Philosophy ____ . ____
____ . ____
Physics ____ . ____
____ . ____
Psych ____ . ____
____ . ____
Scrounge . . . . . ____
Seduction . . . . . ____
Shuttle Pilot . . . . ____
Shuttle Sys Tech . ____
Sm Equip Tech. . . ____
Sm Unit Tactics . . ____
Sports ____ . ____
____ . ____
ST Cbt Tac/Str. . . ____
ST Comm Proc . . . ____
ST Comm Tech . . . ____
ST Engineering . . . . ____
ST Helm . . . . . ____

ST Navigation . . . . ____
ST Security . . . . . ____
ST Sensors . . . . . ____
ST Services . . . . . ____
ST Weapon Ops . . . ____
ST Weapons Tech . ____
Stealth/Hide . . . ____
Streetwise . . . . . ____
Survival ____ . ____
____ . ____
Track/Evade. . . . . ____
Trade & Commerce. ____
Transporter Ops . . . ____
Transporter Tech. . ____
Trivia ____ . ____
____ . ____
Variable-G Ops . . ____
Vehicle Op ____ . ____
____ . ____
Warp Drive Tech . . ____
Zoology . . . . . . ____
____ . ____
____ . ____
____ . ____
____ . ____
____ . ____

Starfleet Officer Record

NAME		AGE
SPECIES	P.O.B.	SEX
		HT
RANK		WT
BRANCH		HAIR
ASSIGNMENT		EYES
		D.O.B.

250522.00

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD

	SCHOOL	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE											
1st											
2nd											
3rd											
4th											
5th											
6th											

Personal/Family Notes	CREDITS

	SCHOOL	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	Awards, Honorifics and Notes
ACTIVE DUTY											Cadet Cruise
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES	PERCEPTION	FOCUS	PERSEVERENCE	
(CHA+COOL)/2 round down	(INT+LUC)/2 round down	(INT+COOL)/2 round down	(END+LUC)/2 round down	(INT+LUC)/2 round down

Administration . . . .____
Anthrop________.____
________.____
Appraisal . . . . . .____
Archaeo________.____
________.____
Art________.____
________.____
Astron/Atrophys . .____
Biology________.____
________.____
Botany . . . . .____
Bribery . . . . .____
Burglary . . . . .____
Carousing . . . .____
Chemistry . . . . .____
Combat
Archaic . . .____
Armed . . .____
H-T-H . . .____
Modern . . .____
Computer Op . . .____
Computer Tech . .____
Culture________.____
________.____
Dmg Ctrl Proc . . .____

Def Shield Tech . .____
Demolitions . . . .____
Disguise . . . . .____
Ecology . . . . .____
Electronics . . . . .____
Enviosuit Ops . . .____
Federation History .____
Federation Law . . .____
Forgery . . . . .____
Gaming . . . . .____
Gambling . . . . .____
Geology . . . . .____
Hvy Wpns Op/Tech .____
History________.____
________.____
Holotechnology . .____
Instruction . . . . .____
Interrogation . . . . .____
Intimidate . . . . .____
Lang________.____
________.____
Law________.____
________.____
Leadership . . . . .____
Life Support Tech .____
Materials Science. . .____

Mechanics . . . . .____
Medicine________.____
________.____
Meteorology . . .____
Negot/Diplomacy.____
Oceanography . . .____
Pers Wpn Tech . . . .____
Philosophy________.____
________.____
Physics________.____
________.____
Psych________.____
________.____
Scrounge . . . . .____
Seduction . . . . .____
Shuttle Pilot . . . . .____
Shuttle Sys Tech .____
Sm Equip Tech. . .____
Sm Unit Tactics . .____
Sports________.____
________.____
ST Cbt Tac/Str. . .____
ST Comm Proc . . .____
ST Comm Tech . . .____
ST Engineering . . . .____
ST Helm . . . . .____

ST Navigation . . . . .____
ST Security . . . . .____
ST Sensors . . . . .____
ST Services . . . . .____
ST Weapon Ops . . .____
ST Weapons Tech .____
Stealth/Hide . . .____
Streetwise . . . . .____
Survival________.____
________.____
Track/Evade. . . . .____
Trade & Commerce.____
Transporter Ops . . .____
Transporter Tech. .____
Trivia________.____
________.____
Variable-G Ops . .____
Vehicle Op________.____
________.____
Warp Drive Tech . .____
Zoology . . . . . .____
________.____
________.____
________.____
________.____
________.____

STARFLEET OFFICER RECORD

	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE											
1st											
2nd											
3rd											
4th											
5th											
6th											

									Term Length	Efficiency	Awards, Honorifics and Notes
ACTIVE DUTY											Cadet Cruise
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											

NAME
SPECIES P.O.B.
RANK
BRANCH
ASSIGNMENT

AGE
SEX
HT
WT
HAIR
EYES
D.O.B.

250522.00

Personal/Family Notes	CREDITS

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down

Administration . . . ______
Anthrop______ . ______
______ . ______
Appraisal . . . . . ______
Archaeo______ . ______
______ . ______
Art______ . ______
______ . ______
Astron/Atrophys . . ______
Biology______ . ______
______ . ______
Botany . . . . . ______
Bribery . . . . . ______
Burglary . . . . . ______
Carousing . . . . ______
Chemistry . . . . ______
Combat
Archaic . . . ______
Armed . . . ______
H-T-H . . . ______
Modern . . . ______
Computer Op . . . ______
Computer Tech . . ______
Culture______ . ______
______ . ______
Dmg Ctrl Proc . . . ______

Def Shield Tech . . ______
Demolitions . . . . ______
Disguise . . . . . ______
Ecology . . . . . ______
Electronics . . . . ______
Enviosuit Ops . . . ______
Federation History . ______
Federation Law . . . ______
Forgery . . . . . ______
Gaming . . . . . ______
Gambling . . . . . ______
Geology . . . . . ______
Hvy Wpns Op/Tech . ______
History______ . ______
______ . ______
Holotechnology . . ______
Instruction . . . . ______
Interrogation . . . . ______
Intimidate . . . . . ______
Lang______ . ______
______ . ______
Law______ . ______
______ . ______
Leadership . . . . ______
Life Support Tech . ______
Materials Science. . . ______

Mechanics . . . . . ______
Medicine______ . ______
______ . ______
Meteorology . . . ______
Negot/Diplomacy. ______
Oceanography . . . ______
Pers Wpn Tech . . . . ______
Philosophy______ . ______
______ . ______
Physics______ . ______
______ . ______
Psych______ . ______
______ . ______
Scrounge . . . . . ______
Seduction . . . . . ______
Shuttle Pilot . . . . ______
Shuttle Sys Tech . ______
Sm Equip Tech. . . ______
Sm Unit Tactics . . ______
Sports______ . ______
______ . ______
ST Cbt Tac/Str. . . ______
ST Comm Proc . . . ______
ST Comm Tech . . . ______
ST Engineering . . . . ______
ST Helm . . . . . ______

ST Navigation . . . . . ______
ST Security . . . . . ______
ST Sensors . . . . . ______
ST Services . . . . . ______
ST Weapon Ops . . . ______
ST Weapons Tech . ______
Stealth/Hide . . . ______
Streetwise . . . . . ______
Survival______ . ______
______ . ______
Track/Evade. . . . . ______
Trade & Commerce. ______
Transporter Ops . . . ______
Transporter Tech. . ______
Trivia______ . ______
______ . ______
Variable-G Ops . . ______
Vehicle Op______ . ______
______ . ______
Warp Drive Tech . . ______
Zoology . . . . . . ______
______ . ______
______ . ______
______ . ______
______ . ______
______ . ______

STARFLEET OFFICER RECORD

γ

NAME		AGE
SPECIES	P.O.B.	SEX
		HT
RANK		WT
BRANCH		HAIR
ASSIGNMENT		EYES
		D.O.B.

250522.00

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD

CADET CRUISE	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
1st										
2nd										
3rd										
4th										
5th										
6th										

Personal/Family Notes	CREDITS

ACTIVE DUTY	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	Awards, Honorifics and Notes
										Cadet Cruise
1st										
2nd										
3rd										
4th										
5th										
6th										
7th										
8th										
9th										
10th										
11th										
12th										

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down (INT+LUC)/2 round down

Administration . . . ._____
Anthrop__________._____
__________._____
Appraisal . . . . . ._____
Archaeo__________._____
__________._____
Art__________._____
__________._____
Astron/Atrophys . ._____
Biology__________._____
__________._____
Botany . . . . ._____
Bribery . . . . ._____
Burglary . . . . ._____
Carousing . . . ._____
Chemistry . . . . ._____
Combat
Archaic . . ._____
Armed . . ._____
H-T-H . . ._____
Modern . . ._____
Computer Op . . ._____
Computer Tech . ._____
Culture__________._____
__________._____
Dmg Ctrl Proc . . ._____

Def Shield Tech . ._____
Demolitions . . . ._____
Disguise . . . . ._____
Ecology . . . . ._____
Electronics . . . . ._____
Enviosuit Ops . . ._____
Federation History ._____
Federation Law . . ._____
Forgery . . . . ._____
Gaming . . . . ._____
Gambling . . . . ._____
Geology . . . . ._____
Hvy Wpns Op/Tech ._____
History__________._____
__________._____
Holotechnology . ._____
Instruction . . . . ._____
Interrogation . . . . ._____
Intimidate . . . . ._____
Lang__________._____
__________._____
Law__________._____
__________._____
Leadership . . . . ._____
Life Support Tech ._____
Materials Science. . ._____

Mechanics . . . . ._____
Medicine__________._____
__________._____
Meteorology . . ._____
Negot/Diplomacy._____
Oceanography . . ._____
Pers Wpn Tech . . . ._____
Philosophy__________._____
__________._____
Physics__________._____
__________._____
Psych__________._____
__________._____
Scrounge . . . . ._____
Seduction . . . . ._____
Shuttle Pilot . . . . ._____
Shuttle Sys Tech ._____
Sm Equip Tech. . ._____
Sm Unit Tactics . ._____
Sports__________._____
__________._____
ST Cbt Tac/Str. . ._____
ST Comm Proc . . ._____
ST Comm Tech . . ._____
ST Engineering . . . ._____
ST Helm . . . . . ._____

ST Navigation . . . . ._____
ST Security . . . . ._____
ST Sensors . . . . ._____
ST Services . . . . ._____
ST Weapon Ops . . ._____
ST Weapons Tech ._____
Stealth/Hide . . ._____
Streetwise . . . . ._____
Survival__________._____
__________._____
Track/Evade. . . . ._____
Trade & Commerce._____
Transporter Ops . . ._____
Transporter Tech. ._____
Trivia__________._____
__________._____
Variable-G Ops . ._____
Vehicle Op__________._____
__________._____
Warp Drive Tech . ._____
Zoology . . . . . ._____
__________._____
__________._____
__________._____
__________._____
__________._____

Starfleet Officer Record

π

NAME		AGE
SPECIES	P.O.B.	SEX
		HT
RANK		WT
BRANCH		HAIR
ASSIGNMENT		EYES
		D.O.B.

250522.00

	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE											
1st											
2nd											
3rd											
4th											
5th											
6th											

Personal/Family Notes	CREDITS

	SCHOOL	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	Awards, Honorifics and Notes
ACTIVE DUTY											Cadet Cruise
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down

Administration . . . ____
Anthrop ________ ____
________ ____
Appraisal . . . . . ____
Archaeo ________ ____
________ ____
Art ________ ____
________ ____
Astron/Atrophys . . ____
Biology ________ ____
________ ____
Botany . . . . ____
Bribery . . . . ____
Burglary . . . . ____
Carousing . . . ____
Chemistry . . . . ____
Combat
- Archaic . . ____
- Armed . . ____
- H-T-H . . ____
- Modern . . ____

Computer Op . . ____
Computer Tech . ____
Culture ________ ____
________ ____
Dmg Ctrl Proc . . ____

Def Shield Tech . ____
Demolitions . . . ____
Disguise . . . . ____
Ecology . . . . ____
Electronics . . . . ____
Enviosuit Ops . . ____
Federation History . ____
Federation Law . . ____
Forgery . . . . ____
Gaming . . . . ____
Gambling . . . . ____
Geology . . . . ____
Hvy Wpns Op/Tech . ____
History ________ ____
________ ____
Holotechnology . ____
Instruction . . . . ____
Interrogation . . . . ____
Intimidate . . . . ____
Lang ________ ____
________ ____
Law ________ ____
________ ____
Leadership . . . . ____
Life Support Tech . ____
Materials Science. . ____

Mechanics . . . . ____
Medicine ________ ____
________ ____
Meteorology . . ____
Negot/Diplomacy. ____
Oceanography . . ____
Pers Wpn Tech . . . ____
Philosophy ________ ____
________ ____
Physics ________ ____
________ ____
Psych ________ ____
________ ____
Scrounge . . . . ____
Seduction . . . . ____
Shuttle Pilot . . . . ____
Shuttle Sys Tech . ____
Sm Equip Tech. . ____
Sm Unit Tactics . ____
Sports ________ ____
________ ____
ST Cbt Tac/Str. . ____
ST Comm Proc . . ____
ST Comm Tech . . ____
ST Engineering . . . . ____
ST Helm . . . . . ____

ST Navigation . . . . . ____
ST Security . . . . . ____
ST Sensors . . . . . ____
ST Services . . . . . ____
ST Weapon Ops . . . ____
ST Weapons Tech . ____
Stealth/Hide . . ____
Streetwise . . . . ____
Survival ________ ____
________ ____
Track/Evade. . . . ____
Trade & Commerce. ____
Transporter Ops . . . ____
Transporter Tech. . ____
Trivia ________ ____
________ ____
Variable-G Ops . ____
Vehicle Op ________ ____
________ ____
Warp Drive Tech . . ____
Zoology . . . . . . ____
________ ____
________ ____
________ ____
________ ____
________ ____

Starfleet Enlisted Record

NAME		AGE
		SEX
SPECIES	P.O.B.	HT
RANK		WT
		HAIR
BRANCH		EYES
		D.O.B.
ASSIGNMENT		CREDITS

250522.00

ACTIVE DUTY	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	O. C. S.	Term Length	Efficiency	Awards, Honorifics and Notes
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											

Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI

	PERCEPTION	FOCUS	PERSEVERENCE	
(CHA+COOL)/2 round down	(INT+LUC)/2 round down	(INT+COOL)/2 round down	(END+LUC)/2 round down	(INT+LUC)/2 round down

Administration . . . . ____
Anthrop ________ . ____
________ . ____
Appraisal . . . . . ____
Archaeo ________ . ____
________ . ____
Art ________ . ____
________ . ____
Astron/Atrophys . . ____
Biology ________ . ____
________ . ____
Botany . . . . . ____
Bribery . . . . . ____
Burglary . . . . . ____
Carousing . . . . ____
Chemistry . . . . ____
Combat
Archaic . . . ____
Armed . . . ____
H-T-H . . . ____
Modern . . . ____
Computer Op . . . ____
Computer Tech . . ____
Culture ________ . ____
________ . ____
Dmg Ctrl Proc . . . ____

Def Shield Tech . . ____
Demolitions . . . . ____
Disguise . . . . . ____
Ecology . . . . . ____
Electronics . . . . ____
Enviosuit Ops . . . ____
Federation History . ____
Federation Law . . . ____
Forgery . . . . . ____
Gaming . . . . . ____
Gambling . . . . . ____
Geology . . . . . ____
Hvy Wpns Op/Tech . ____
History ________ . ____
________ . ____
Holotechnology . . ____
Instruction . . . . ____
Interrogation . . . . ____
Intimidate . . . . ____
Lang ________ . ____
________ . ____
Law ________ . ____
________ . ____
Leadership . . . . ____
Life Support Tech . ____
Materials Science. . . ____

Mechanics . . . . . ____
Medicine ________ . ____
________ . ____
Meteorology . . . ____
Negot/Diplomacy. ____
Oceanography . . . ____
Pers Wpn Tech . . . . ____
Philosophy ________ . ____
________ . ____
Physics ________ . ____
________ . ____
Psych ________ . ____
________ . ____
Scrounge . . . . . ____
Seduction . . . . . ____
Shuttle Pilot . . . . ____
Shuttle Sys Tech . ____
Sm Equip Tech. . . ____
Sm Unit Tactics . . ____
Sports ________ . ____
________ . ____
ST Cbt Tac/Str. . . ____
ST Comm Proc . . . ____
ST Comm Tech . . . ____
ST Engineering . . . . ____
ST Helm . . . . . ____

ST Navigation . . . . . ____
ST Security . . . . . ____
ST Sensors . . . . . ____
ST Services . . . . . ____
ST Weapon Ops . . . ____
ST Weapons Tech . ____
Stealth/Hide . . . ____
Streetwise . . . . . ____
Survival ________ . ____
________ . ____
Track/Evade. . . . . ____
Trade & Commerce. ____
Transporter Ops . . . ____
Transporter Tech. . ____
Trivia ________ . ____
________ . ____
Variable-G Ops . . ____
Vehicle Op ________ . ____
________ . ____
Warp Drive Tech . . ____
Zoology . . . . . . ____
________ . ____
________ . ____
________ . ____
________ . ____
________ . ____

Federation Citizenry Record

NAME	AGE
	SEX
SPECIES P.O.B.	HT
	WT
CAREER	HAIR
POSITION	EYES
ASSIGNMENT	D.O.B.
	CREDITS

250522.00

CURRICULA VITAE	LOCAL	CONTINENTAL	GLOBAL	INTRA-SOLAR	NEAR WORLD	DISTANT WORLD	SPACE STATION	ACADEMIA	Term Length	Efficiency	Awards, Honorifics and Notes
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											

Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI

(CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down

Administration . . . . ____	Def Shield Tech . . ____	Mechanics . . . . . ____	ST Navigation . . . . . ____
Anthrop ________ . ____	Demolitions . . . . ____	Medicine ________ . ____	ST Security . . . . . ____
________ . ____	Disguise . . . . . ____	________ . ____	ST Sensors . . . . . ____
Appraisal . . . . . ____	Ecology . . . . . ____	Meteorology . . . ____	ST Services . . . . . ____
Archaeo ________ . ____	Electronics . . . . . ____	Negot/Diplomacy. ____	ST Weapon Ops . . . ____
________ . ____	Enviosuit Ops . . . ____	Oceanography . . . ____	ST Weapons Tech . ____
Art ________ . ____	Federation History . ____	Pers Wpn Tech . . . ____	Stealth/Hide . . . ____
________ . ____	Federation Law . . . ____	Philosophy ________ . ____	Streetwise . . . . . ____
Astron/Atrophys . . ____	Forgery . . . . . ____	________ . ____	Survival ________ . ____
Biology ________ . ____	Gaming . . . . . ____	Physics ________ . ____	________ . ____
________ . ____	Gambling . . . . . ____	________ . ____	Track/Evade. . . . . ____
Botany . . . . . ____	Geology . . . . . ____	Psych ________ . ____	Trade & Commerce. ____
Bribery . . . . . ____	Hvy Wpns Op/Tech . ____	________ . ____	Transporter Ops . . . ____
Burglary . . . . . ____	History ________ . ____	Scrounge . . . . . ____	Transporter Tech. . ____
Carousing . . . . ____	________ . ____	Seduction . . . . . ____	Trivia ________ . ____
Chemistry . . . . ____	Holotechnology . . ____	Shuttle Pilot . . . . ____	________ . ____
Combat	Instruction . . . . . ____	Shuttle Sys Tech . ____	Variable-G Ops . . ____
Archaic . . . ____	Interrogation . . . . . ____	Sm Equip Tech. . . ____	Vehicle Op ________ . ____
Armed . . . ____	Intimidate . . . . . ____	Sm Unit Tactics . ____	________ . ____
H-T-H . . . ____	Lang ________ . ____	Sports ________ . ____	Warp Drive Tech . . ____
Modern . . . ____	________ . ____	________ . ____	Zoology . . . . . . ____
Computer Op . . . ____	Law ________ . ____	ST Cbt Tac/Str. . ____	________ . ____
Computer Tech . . ____	________ . ____	ST Comm Proc . . ____	________ . ____
Culture ________ . ____	Leadership . . . . . ____	ST Comm Tech . . ____	________ . ____
________ . ____	Life Support Tech . ____	ST Engineering . . . . ____	________ . ____
Dmg Ctrl Proc . . . ____	Materials Science. . . ____	ST Helm . . . . . ____	________ . ____

Generic NPC Sheet

NAME		AGE
		SEX
SPECIES	P.O.B.	HT
		WT
CAREER		HAIR
POSITION		EYES
ASSIGNMENT		D.O.B.

250522.00

CURRICULA VITAE									Term Length	Efficiency	Notes
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											

Family Notes and Such

CREDITS

STR	END	INT	DEX	CHA	COOL	LUC	PSI

	PERCEPTION	FOCUS	PERSEVERENCE	
(CHA+COOL)/2 round down	(INT+LUC)/2 round down	(INT+COOL)/2 round down	(END+LUC)/2 round down	(INT+LUC)/2 round down

Administration . . . ._____
Anthrop_____________._____
_____________________._____
Appraisal . . . . . ._____
Archaeo_____________._____
_____________________._____
Art_________________._____
_____________________._____
Astron/Atrophys . ._____
Biology_____________._____
_____________________._____
Botany . . . . ._____
Bribery . . . . ._____
Burglary . . . . ._____
Carousing . . . ._____
Chemistry . . . ._____
Combat
- Archaic . . ._____
- Armed . . ._____
- H-T-H . . ._____
- Modern . . ._____

Computer Op . . ._____
Computer Tech . ._____
Culture_____________._____
_____________________._____
Dmg Ctrl Proc . . ._____

Def Shield Tech . ._____
Demolitions . . . ._____
Disguise . . . . ._____
Ecology . . . . ._____
Electronics . . . . ._____
Enviosuit Ops . . ._____
Federation History ._____
Federation Law . . ._____
Forgery . . . . ._____
Gaming . . . . ._____
Gambling . . . . ._____
Geology . . . . ._____
Hvy Wpns Op/Tech ._____
History_____________._____
_____________________._____
Holotechnology . ._____
Instruction . . . . ._____
Interrogation . . . . ._____
Intimidate . . . . ._____
Lang_______________._____
_____________________._____
Law________________._____
_____________________._____
Leadership . . . . ._____
Life Support Tech ._____
Materials Science. . ._____

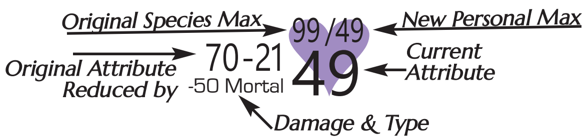
Mechanics . . . . ._____
Medicine____________._____
_____________________._____
Meteorology . . ._____
Negot/Diplomacy._____
Oceanography . . ._____
PersWpnTech . . . ._____
Philosophy__________._____
_____________________._____
Physics_____________._____
_____________________._____
Psych______________._____
_____________________._____
Scrounge . . . . ._____
Seduction . . . . ._____
Shuttle Pilot . . . . ._____
Shuttle Sys Tech ._____
Sm Equip Tech. . ._____
Sm Unit Tactics . ._____
Sports______________._____
_____________________._____
ST Cbt Tac/Str. . ._____
ST Comm Proc . . ._____
ST Comm Tech . . ._____
ST Engineering . . . ._____
ST Helm . . . . ._____

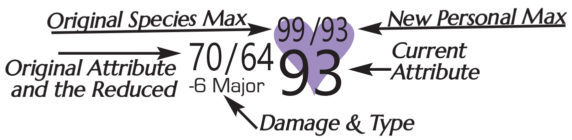
ST Navigation . . . . ._____
ST Security . . . . ._____
ST Sensors . . . . ._____
ST Services . . . . ._____
ST Weapon Ops . . ._____
ST Weapons Tech ._____
Stealth/Hide . . ._____
Streetwise . . . . ._____
Survival____________._____
_____________________._____
Track/Evade. . . . ._____
Trade & Commerce._____
Transporter Ops . . ._____
Transporter Tech. ._____
Trivia______________._____
_____________________._____
Variable-G Ops . ._____
Vehicle Op__________._____
_____________________._____
Warp Drive Tech . ._____
Zoology . . . . . ._____
_____________________._____
_____________________._____
_____________________._____
_____________________._____
_____________________._____

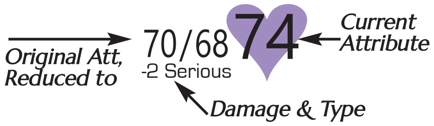
Purple Hearts.

During creation, it is GM's Discretion for PC/NPCs to pursue therapy for an affected Attribute(s) for each of the years *after* the medal was awarded per "Increasing Attributes", Book 1. Once the previous natural rating has been achieved, further advancement in that Attribute alone is allowed. Unaffected Attributes and all Non-Purple Heart PC/NPCs are forbidden this avenue. The reasoning for extended increases is that once habits are achieved they are maintained. Otherwise revert appropriate Attribute to original Purple Heart rating.

Reading Purple Hearts

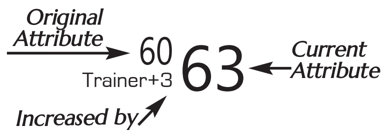


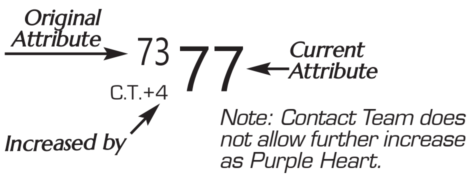


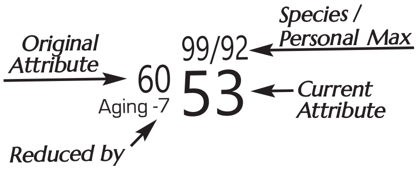


Lifepath Trainers, Contact Team and **Aging** are similarly notated.

Note: These options do not allow further increase as Purple Heart does, but can through in-game Lifepath "Area of Improvement" for PCs.







Starfleet Officer Record

NAME	GEN AEREK
AGE	34
SPECIES	HUMAN
P.O.B.	STARBASE 10
SEX	M
HT	5'10
RANK	LT.
WT	160
BRANCH	SCI
HAIR	BROWN
EYES	BROWN
ASSIGNMENT	U.S.S. GAME AHOY
D.O.B.	2230

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SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD

CADET CRUISE	School	Starship	Exploration	Military	Colonization	Merchant Marine	Starbase Duty	Academy Instructor	Passed	Honors	High Honors
1st					■				■		
2nd											
3rd											
4th											
5th											
6th											

Personal/Family Notes	CREDITS
	5.6K

Awards, Honorifics and Notes

Cadet Cruise —

ACTIVE DUTY	School	Starship	Exploration	Military	Colonization	Merchant Marine	Starbase Duty	Academy Instructor	Term Length	Efficiency	Awards, Honorifics and Notes
1st			■						4	AV	—
2nd		■							2	AV	USS EXETER / —
3rd		■							5	AV	USS EAGLE / COMMENDATION
4th											
5th											
6th											
7th											
8th											
9th											
10th											

STR	END	INT	DEX	CHA	COOL	LUC	PSI
61	60	70	62	60	60	63	09

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	PERSEVERENCE (INT+LUC)/2 round down
60	66	65	61	66

Skill	Level	Skill	Level	Skill	Level	Skill	Level
Administration	10	Demolitions		Medicine		ST Sensors	40
Anthrop		Disguise				ST Services	
		Ecology	20	Meteorology	30	ST Weapon Ops	
Appraisal		Electronics	20	Negot/Diplomacy		ST Weapons Tech	
Archaeo ANDOR	22	Enviosuit Ops	10	Oceanography	15	Stealth	
DENEB II	40	Federation History	10	Pers Wpn Tech		Streetwise	
Art		Federation Law	25	Philosophy		Survival	
		Forgery					
Astron/Atrophys	30	Gaming	22	Physics	30	Track/Hide/Evade	
Biology	40	Gambling		Psych		Trade & Commerce	
Botany		Geology				Transporter Ops	
Bribery		Hvy Wpns Op/Tech		Scrounge		Transporter Tech.	
Burglary		History		Seduction		Trivia	
Carousing	9			Shuttle Pilot			
Chemistry	28	Holotechnology		Shuttle Sys Tech		Variable-G Ops	
Combat		Instruction	10	Sm Equip Tech.	20	Vehicle Op GRAV	9
Archaic		Interrogation		Sm Unit Tactics		TRACKED	9
SWORD Armed	10	Intimidate		Sports SPACEBALL	10	Warp Drive Tech	
H-T-H	24	Lang ANDORIAN	10	MOON GOLF	10	Zoology	
Modern	25			ST Cbt Tac/Str.			
Computer Op	35	Law		ST Comm Proc			
Computer Tech	20			ST Comm Tech			
Culture ANDORIAN	10	Leadership	10	ST Engineering			
		Life Support Tech	20	ST Helm			
Dmg Ctrl Proc	15	Materials Science		ST Navigation			
Def Shield Tech		Mechanics		ST Security			

SAMPLE

ACTION POINTS
1
2
3
4
5
6
7
8
9
10
~~11~~
~~12~~
~~13~~
~~14~~
~~15~~
~~16~~

UNCONSCIOUS SAVES

NATURAL	60
CURRENT	60
SAVE (END/2 rd)	30
SAVE (END/4 rd)	15
UNC (END/10 rd)	6

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool 63

PSI Vector 46

PSI Pool —

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10
SKILL BONUS.....+ 1
TOTAL.....= 1d10+1

WEAPON DAMAGE
STR BONUS......+ 3
SKILL BONUS.....+ 0
TOTAL.....= 0

TO HIT TABLE

	SKILL	+ DEX	=TO HIT	DMG
Modern	25	62	43	PER SETTING
H-T-H	24	62	43	1d10+1
Sword	10	62	36	4d10+3
Hand-Held	∅	62	31	Per item +3
Ranged	∅	62	31	Per item

Action Point Table

Ⱥ Opportunity Action

Position Change		
Ⱥ	Turn in Place	1
	Stand-to-Sit or reverse	1
Ⱥ	Stand-to-Kneel or reverse	1
Ⱥ	Kneel-to-Prone or reverse	1
Movement		
	Walk 1sq orthogonal	1
	diagonal	1.5
	Evade 1sq orthogonal	2
	diagonal	3
	Crawl 1sq orthogonal	2
	diagonal	3
	Run for full Turn	1/2 all AP
	Climb Stairs or Ladder	2x AP
	Climb Rope	3x AP
	Swim	2x AP
Equipment and Weapon Use		
Ⱥ	Short Communication	1
	Draw and Ready Device	2
Ⱥ	Operate Familiar Device	2
	Draw and Ready Weapon	2
	Aim Weapon	2
Ⱥ	Quick-Draw and Fire	3
Ⱥ	Fire Ready Weapon	1
Ⱥ	Throw Ready Weapon	1
	Adjust Weapon Settings	2
	Reload Weapon	2
Combat and Emergency Evasion		
Ⱥ	Attack	min. 3
Ⱥ	Parry/Defend	min. 2
Ⱥ	Dodge	min. 3
Ⱥ	Duck Thrown Weapon	2
Ⱥ	Hide in Same Square	1
Ⱥ	Hide in Adjacent Square	4
Ⱥ	Roll Sideways	2
Ⱥ	Drop-to-Ready	1
Ⱥ	Drop-to-Prone	0
Ⱥ	Dive to Prone	2
Ⱥ	Dive Roll	4
	Flying Tackle	min. 4
Terrain Modifiers		
	Clear, Road or Path	1x AP
	Hills, Light Vegetation	2x AP
	Swampy, Rocky, Hvy Veg	3x AP
	Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers		Dice Mod
Range		
	Point-Blank	-15
	Short	0
	Medium	+15
	Long	+30
	Extreme	+45
Size		
	Very Small	+30
	Small	+15
	Man-size	0
	Large	-15
	Specific Location	+15
Position		
	Standing	0
	Crouched	+5
	Prone	-10
Concealment		
	≤ 1/3	0
	1/3 - 2/3	+10
	2/3 ≥	+30 *or more*
Movement		
	Stationary	-15
	Moving	0
	Running	+5
Attacker Modifiers		
Aiming		
	Aimed Shot	-25
	Snapshot	0
	Quick-Draw/Shoot	+25
	Wrong-Hand	+20
	Simultaneous Attacks	+10 *each*
Movement		
	Stationary	0
	Moving	+5
	Running	+15
	Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

SAMPLE

Name Gen Aerek

Personal Notes and Record

Family
Homeworld: Starbase 10

Parents: Law Enforcement, Hereditary Feud, Both Alive

Childhood: Outskirts

Siblings 2, Both Alive, Younger & Older, Likes & Dislikes, Passive & Estranged

Areas of Improvement

Skills	Attribute
1 Archaeo (S)	—
2 Biology	
3 ST Sensors	

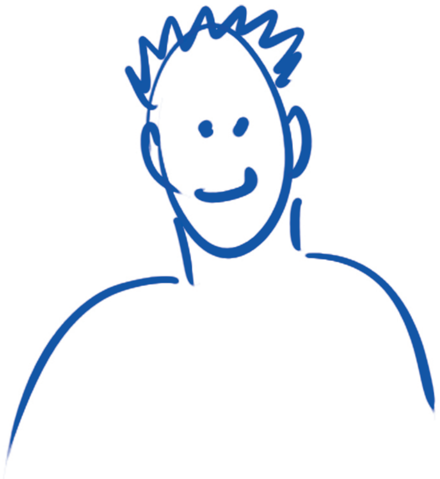
Lifepath
Academy Headache! Relapse in Sickness
Cadet Friend, Mentor

Term
1 —
2 Happy Romance
3 Headache: -400 CR
4
5
6
7
8
9
10

Awards and Honors
Cadet —

Term
1 —
2 —
3 Commendation
4
5
6
7
8
9
10

History and Notes



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SAMPLE

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME Gen Aerek	AGE 34	STR D	Top Skills
SPECIES Human	SEX M	END D	1. Archaeo E
P.O.B. Starbase 10	HT 5'10	INT C	2. Biology E
BRANCH Sci	WT 160	DEX D	3. ST Sensors E
RANK Lt.	HAIR Brown	CHA D	4. Physics E
CURRENT ASSIGNMENT U.S.S. Game Ahoy	EYES Brown	COOL D	5. Chemistry F
	D.O.B. 2230	LUC D	...
		PSI H	Contact Team Certified? Y/N (N circled)

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Service Record

Honors

Term 3, Commendation, USS Eagle

Assignments

Cadet Colonization
Term 1 Exploration, 5yrs
Term 2 ST USS Exeter, 3yrs
Term 3 ST USS Eagle, 2yr Shakedown Cruise +1yr
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10

SAMPLE

Star Trek: The Role Playing Game ™
Jack Photon's 4.0th Fantaversary Revision

Supplement 10.5: Character Sheets
for all beings of the United Federation of Planets.

250101: Rev1. p32, New Sibling Chart
250522: Rev2. Added 2 rows to all Active Duty Terms
250523: Rev3. Added Purple Heart notation format
250525: Rev4. Added Yeoman Symbol to Fed Databank
250531: Rev5. Added 'F' to Contact Team Certified, Fed Databank

21st Century
HOUSE RULES
for 23rd Century Gaming

"To explore strange new worlds.
To seek out new life and new civilizations.
To boldly go where none a'gone a'fore.."

FASA-RPG Jack Photon's 4.0th Fantaversary Revision HOUSE RULES

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